

**EPISODE OUTLINE - THE RESPONSIBILITY/DOG SHOW (Episode 24)**

Principal Characters:	Supporting Characters:	Extras:
All	Ginny Stunt dog	2 Passenger

SOCIAL THEME: Learning responsibility

STATION EVENT: Schemer gets guard dog; we meet Ginny

THOMAS EPISODES: "Dirty Objects" and "The Trouble With Mud"

PUPPET SONG: "The Railroad Cars are Coming".

PICTURE MACHINE SONG: None

ACQUIRED FOOTAGE: TBD

CREATIVE PLAY: None

BILLY STORY: Respect for animals.

RESOLUTION: Sometimes you have to make sacrifices to be responsible.

STORY OUTLINE: It's periodic clean up time at the station: Stacy, is cleaning the ticket booth area, and Mr. Conductor is cleaning outside his signal house. The kids are only half-heartedly cleaning up around the lost and found area. Stacy tries to get them more involved, to take more responsibility for their mess, but they aren't very interested. Even as they speak, a passenger walks through the station and drops some litter on the floor.

Stacy needs Billy to help her work out a new freight arrival and departure schedule, but Billy is busy arranging his workshop and says he can get to the schedule soon. He says: "Everything in its own time." This is the beginning of a source of conflict between Billy and Stacy to be developed in later episodes. Here Stacy notes her concern to Mr. Conductor, who pops off to visit Billy.

A scene needed here to establish Billy's relationship with Mr. Conductor. This is basically a lighthearted relationship, where Mr. Conductor is always trying to surprise the stoic, unflappable Billy, by making sudden and strange appearances or sneaking up on him. Billy would refer to him as a "trickster, like the Coyote." Of all the figures in Native American Lore, Coyote is the most widely known.

*repeated  
from  
earlier  
episode*

After Mr. Conductor fails to startle Billy, he disappears. Billy looks around, and a broad smile crosses his face.

Ginny enters and is introduced. She has come to town to complain about someone who has been dumping trash on her land. From a bag she's carrying, she pulls out an example of the trash (perhaps a rubber chicken). To make matters worse, her dog has wandered off. Billy emerges from his workshop, hears about the litter on her land, and makes a comment.

The kids go over to Mr. Conductor, who has a pile of odds and ends in front of his signal house. The kids complain about having to work. This leads into a TTE story: "Dirty Objects."

After the story, Schemer enters and wanders over to the kids. He sees the pile of dust and little objects in front of the signal house. He bends over to look at it, gets some dust up his nose and sneezes. While he wipes his nose, Mr. Conductor appears, grabs his things, and vanishes. Seeing that the objects are gone, Schemer's fears that the station is haunted are revived.

Schemer heads over to the arcade. The puppets see him coming and brace for the worst: Tito has been collecting the nickels and refusing to give them back, and they know Schemer wants them. We cut back to Schemer, who is predictably upset that there aren't any nickels in the jukebox box. To solve the mystery, Schemer drops in a nickel with a string attached to it. After the nickel falls down the slot Tito grabs it, and at the same time Schemer gives the string a tug. Before long, all the puppets are holding on to Tito, who is swinging in mid-air as he struggles to keep the nickel. Finally he lets go, and Schemer goes reeling backwards.

Now Schemer is convinced that he can't trust anyone or anything at the station. Someone, or something, is stealing from him. What he needs, he declares, is a guard dog. Schemer describes the ferocious kind of dog he has in mind, and exits vowing to make Shining Time Station safe once and for all for him and his arcade.

\*

Schemer returns with his guard dog, which is growling and nipping at his pant leg. He ties the dog to the post at his arcade. When Stacy approaches the dog wags its tail, and she comments that it doesn't seem very ferocious to her; but when Schemer approaches the dog growls at him. (As the show progresses, it becomes apparent that the one only the dog doesn't like is Schemer, while it likes everyone else.)

But Schemer has other plans: he puts up "Beware of the Dog" signs, and sets up an alarm system with trip wires at ankle height. When the alarm is activated, sirens, flashing lights, and the sounds of a wild pack of dogs fill the station. Satisfied that the alarm is working (he accidentally sets it off himself) Schemer exits, leaving the dog tied to the post.



Billy makes friends with the dog, and under his watchful eye so do the kids (make sure we don't suggest that it's all right for children to approach a guard dog without an adult being present). Billy describes how animals, like humans, have their role in life and need to be respected just as humans need respect. Billy's philosophy toward the dog and animals could be summarized as follows: Animals can't be owned. Animals know their "roles in life," and will go by them as long as a person fulfills their "role." Animals need to be allowed the respect and freedom any human deserves. Animals think -- they are not toys.

This philosophy can be delivered all at once, and referenced and expanded over the course of the story.

Schemer returns to see that the dog is friendly with everyone--except for him. Stacy chides him for putting up the alarms and not taking responsibility for the dog--Schemer isn't feeding him or cleaning up after him. Schemer protests he cleaning up after the dog, when he steps in (sound effect) the dog's droppings.

Since the dog is so friendly with everyone else, Schemer decides to give it to the kids--but it's his arcade and he insists on keeping the alarm system in place. The kids happily take the dog away, but ignore Stacy's advice about the responsibilities that come with having a dog.

\*

The kids see there is more to having a dog than petting it: they need to take it for walks, to groom it, and feed it. For example, when they forget to feed the dog, Stacy and Billy "forget" to feed the kids, and when the kids get hungry they see the parallel to feeding the dog.

Mr. Conductor appears, covered with mud from his trip to Sodor. The dog licks him off. He tells TTE story: "The Trouble With Mud."

After the story, Mr. Conductor "talks" to the dog and learns that the dog belongs to Ginny the farmer. The kids realize that the dog will have to be returned because it is the responsible thing to do--but it's also a sacrifice and the thought of losing the dog makes them feel sad. They discuss it with Stacy, and then she calls Ginny. Billy comments on relationship between owner and pet: that Ginny doesn't really own the dog since no one can own a living thing. But the dog does have a home where it wants to be and it belongs.

Time passes. Billy finally comes up with the new freight schedule, explaining that he wanted to think it over carefully before finishing it. Stacy notes that it took him all day. Yes, Billy agrees, but that's how long it had to take to get it right: some things can't be rushed, and he did the responsible thing in its own time.

Because of Schemer's alarm system, no one is visiting the arcade. A passenger walks past, starts to enter, then sees the signs and hurries away. Even the puppets comment on it: they are so bored they begin discussing leaving and speculate on places they would like to go.

Ginny arrives and tells the kids they can come and visit the dog any time at her farm. She's brought them a homemade apple pie as a reward. Then she turns on Schemer, and accuses him of taking her dog. Schemer says (truthfully) that he simply found the dog and brought it to the station because it was cheaper than buying one. While it wasn't stealing, it was irresponsible, and Schemer knows he did the wrong thing.

Adding to his problems, Schemer discovers that his alarm system worked so well that he didn't make any money in his arcade machines. He spies a passenger and tries to drag him into the arcade: when he does, the alarm goes off and the passenger runs out of the station in fear for his life.

The puppets have had enough of this nonsense, and begin to play on their own.

PUPPET SONG: "The Railroad Cars are Coming".

Resigned, Schemer declares that "This place isn't fit for a dog," and sinks down to sit on the step of his arcade when (sound effect) he's sat in the dog's droppings. Miserable, he puts his head in his hands and heaves a huge sigh.



# THE RAILROAD CARS ARE COMING

Federal government experiments with camels in the 1850's were no go. The hope was that caravans of dromedaries might carry freight traffic from New Orleans to the west coast. . . . Horse, mule, burro, were good overland freighters. But the box car was better; it gave cruel desert spaces a friendly and human look. . . . As the work gangs spiked rails to ties and the eastern and western gangs came closer, this song arose, one verse with jubilation, one with laughter at the prairie dog, the rattlesnake and owl having their dominion of the desert interrupted. . . . We have this text and tune from Margery K. Forsythe of Chicago, who learned it from her pioneer mother.

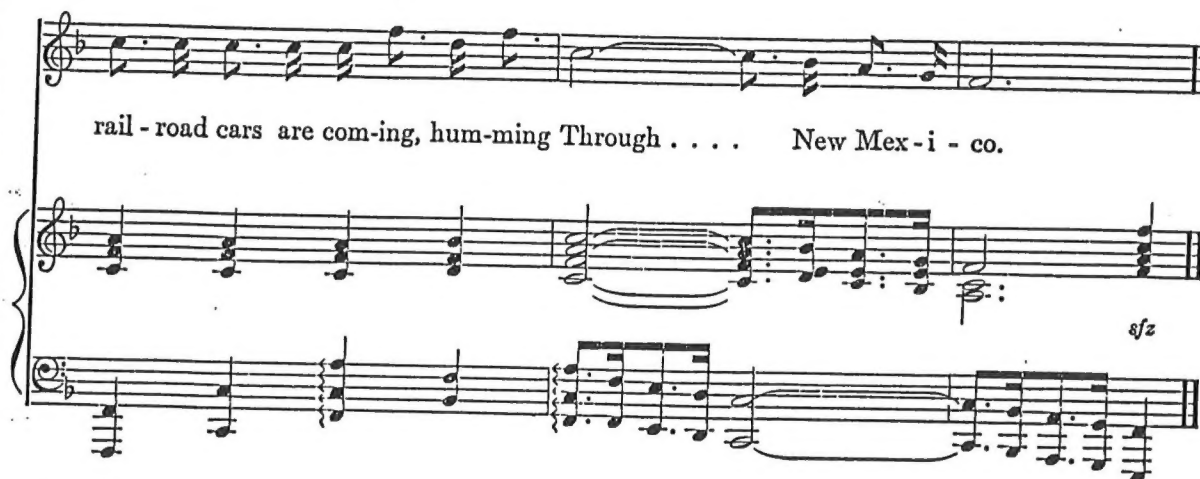
Arr. H. F. P.

The great Pa-cif-ic rail-way, for Cal-i-for-ni-a hail! Bring on the lo-co-mo-tive, Lay  
 down the i-ron rail; A-cross the roll-ing prair-ies, By Steam we're bound to go, The  
 rail-road cars are com-ing, hum-ming Through . . . New Mex-i-co, . . . . . The

rail - r

1 The  
 F  
 Bri  
 I  
 Acr  
 I  
 Th  
 Th

# THE RAILROAD CARS ARE COMING



1 The great Pacific railway,  
For California hail!  
Bring on the locomotive,  
Lay down the iron rail;  
Across the rolling prairies  
By steam we're bound to go,  
The railroad cars are coming, humming  
Through New Mexico,  
The railroad cars are coming, humming  
Through New Mexico.

2 The little dogs in dog-town  
Will wag each little tail;  
They'll think that something's coming  
A-riding on a rail.  
The rattle-snake will show its fangs,  
The owl tu-whit, tu-who,  
The railroad cars are coming, humming  
Through New Mexico,  
The railroad cars are coming, humming  
Through New Mexico.





6/6/91

#24

THE RESPONSIBILITY/DOG SHOW

SHINING TIME STATION

BY

Wilson Coneybeare

Revised first draft

May 31, 1991

SCENE 1  
(MAINSET)

(IT'S CLEAN UP TIME WITH STACY AT THE TICKET BOOTH WEARING A SMOCK, DUSTING COUNTER TOP AND POLISHING BRASS. MR. CONDUCTOR IS CLEANING HIS SIGNAL HOUSE WITH A TOOTHBRUSH AND A SMALL RAG.

AT LOST AND FOUND AREA, KARA IS DUSTING, DAN STACKING BOXES, AND VICKIE SITS READING A BOOK)

DAN

I don't see why we  
always have to be  
cleaning. It's not like  
people buy tickets or  
ride the train because  
the station's clean.

STACY

We're all a part of  
Shining Time station, so  
it's all of our  
responsibility to keep it  
clean. That means you  
too, Vickie.

VICKIE

But I already swept the  
steps this morning.

DAN

(GOING TO STEPS, HE PICKS UP  
LITTER)

Then what's this cheese  
Giggle wrapper doing  
here?



VICKIE

What cheese Giggle Wrap-

(SEES IT, SIGHS, RISING)

But what's the point of  
cleaning something when  
someone always makes it  
messy again?

MR. C

Perhaps the idea is to  
become so good at  
cleaning, that it makes  
messing things up that  
much more fun.

(KIDS STOP AND THINK ABOUT THIS,  
TOTALLY CONFUSED, TURN TO STACY,  
WHO LAUGHS)

STACY

I think what Mr.  
Conductor means  
is---

(AT THAT MOMENTS BILLY CROSSES  
THROUGH ON THE WAY TO THE WORKSHOP.  
HE CARRIES A RAILROAD WARNING BELL)

Billy!

MR. C

Actually, I wasn't  
talking about Billy at  
all, but he can be quite  
clean as well.

(ON STACY AND BILLY)

BILLY

Let me guess: You're  
going to ask me if I  
made up next week's  
freight arrival and  
departure schedule?

*Ying + Yang*

*Messing up a place that's  
already messy is no fun  
at all  
So you need to clean*

*Messing up a place that someone  
else has cleaned*

*is  
Stacy like swinging on a swing  
the harder you work towards high point  
the higher you swing forward  
the more fun it is swinging  
back.*

*would need to be rewritten*

STACY

Well, it does have  
to be done today.

BILLY

I haven't even started.  
Right now I've got to  
fix this warning bell,  
then after that the  
generator.

(HE CHUCKLES AT STACY'S WORRY)

Don't worry Stacy. I'll  
get to it in it's time.

(AS HE EXITS, GLANCES AT THE  
STATION)

Mmm, always good to  
smooth the feathers of  
the nest. You missed a  
spot.

(AND HE'S GONE)

Mr. C

He does have a point of  
course. We must all do  
things in our own time/You  
have your way/He has his/  
and I --- I have mine!

(WITH THAT HE POPS OFF TO:)

SCENE 2  
(WORKSHOP)

(BILLY HAS PUT THE WARNING BELL ON  
THE TABLE TOP AND IS ROOTING ON  
SHELF FOR NUTS AND BOLTS, HIS BACK  
TO LIGHT. MR. C APPEARS BEHIND  
BELL, SLINKS AROUND AS IF HIDING,  
WITHOUT TURNING, BILLY SAYS:)



BILLY

Mr. Conductor, finished  
cleaning so soon?

MR C.

No, but these things do  
take time. And speaking  
of time---

(MR. C POPS ONTO SHELF)

--I'd say that Stacy's  
worried about when you're  
going to finish that  
freight schedule.

BILLY

(RETURNING TO WORK AT TABLE)

Stacy knows we all do  
things when we are meant  
to do them, and not  
before. *are really to*

(ABOUT TO SET TOOLS ON TABLE, BILLY  
STOPS. MR. C APPEARS ON THE SPOT.  
BILLY PUTS HIS TOOLS ON OTHER SIDE)

MR.C

Billy, how did you know I  
was going to appear on  
this very spot?

BILLY

Because you're sly Mr.  
Conductor. Sly like the  
coyote. But no matter how  
hard you try, you're  
never going to surprise  
me.

MR. C

We'll see about that  
Billy. Unfortunately, more  
I cannot tell? or help  
you with your bell/ for  
here I sense comes Ginny/  
from Farmer's Dell.

*could be  
improvised  
more elaborate & catchy  
over if no more  
understandable*

BILLY

I had a sense he'd do  
that.

SCENE 3  
(INT MAINSET)

(ON STACY AT TICKET BOOTH. GINNY  
ENTERS CARRYING TWO LARGE BURLAP  
SACKS)

GINNY

(THE WORD IS ROBUST)

Well, hey hey hey! What  
do we say today?

STACY

Hi there Ginny.

(THE KIDS REACT. DELIGHTED, DROP  
THEIR CHORES AND CROWD GINNY)

KIDS

Hey it's Ginny. Hi Ginny  
(etc)

GINNY

Well, if it isn't the  
trainyard trio! Why don't  
you look in the sack  
there and see if there  
isn't a little something  
for the three of you?

(KIDS GO FOR SACK)

STACY

What can we do for you  
Ginny?



GINNY

Miss Jones, I don't mind  
saying that I had one  
boondoggie of a morning!  
First off: woke up to  
find my dog Granger's  
either run off or been  
stolen...

STACY

Oh Ginny, I'm so sorry...

GINNY

Second off: I discover  
someone's dumped all  
sorts of garbage on my  
back forty, things like...

VICKIE

(HOLDING UP RUBBER CHICKEN FROM  
SACK; TOTALLY PERPLEXED)

A Chicken?

GINNY

Exactly! How did you  
know? Oh! Oh no no no no!  
You've opened the wrong  
sack. Turn Ginny around  
twice and paint her face  
red in embarrassment for  
being so silly. That's  
the garbage I found,  
which I'm taking right  
over to Mayor  
Flopdinge...along with a  
good dose of complaining.  
Let's try the other one.

(KIDS OPEN OTHER SACK, EXULT)

KIDS

Apples!

GINNY

Fresh from the orchard!  
Thought I'd bring you a  
bushel.

(KIDS EXCLAIM THANKS)

STACY

That's awfully nice of  
you Ginny. You're always  
bringing us things. Now  
what can we do for you?

GINNY

Well, just come in to see  
what time the parts for my  
new hay wagon're coming  
in... *from Twiddy Junction*

STACY

Well let's see ---

(AS STACY OPENS SCHEDULE BOOK WE GO  
TO:)

(KIDS AT THE LOST AND FOUND AREA,  
ALL OF THEM EATING APPLES)

VICKIE

It's always fun when  
Ginny comes around.

KARA

That's because we always  
get something fun to eat  
when Ginny comes around.

VICKIE

She's so nice, I just  
don't get why someone  
would sneak onto her farm  
and--

(MR.C POPS IN)

-- make a mess.



MR. C

Did you say 'mess'  
Vickie? I must say, dirty  
news travels fast.

KARA

What do you mean Mr.  
Conductor?

MR. C

All the trouble on the  
Island of Sodor. Aren't  
you talking about James?

DAN

Was James in trouble this  
morning?

MR. C

Trouble? I'd say it was  
double trouble, which is  
much worse than plain old  
single trouble. Let me  
show you what I mean...

(HE BLOWS WHISTLE)

SCENE 4

(TTE; "DIRTY OBJECTS")

(DISSOLVE TO:)

SCENE 5

(VICKIE, KARA, DAN AND MR C ARE STILL  
CLEANING)

KARA

Mr. Conductor, did you  
tell us that so we'd be  
happier cleaning?

MR C

Oh no, I was comparing it  
to Ginny's farm/that  
sometimes even a little  
mess can cause us harm.  
And speaking of harm and  
making things cleaner/ I  
think I'll take a powder/  
because here comes  
Schemer!

(SCHEMER ENTERS WITH TOOLKIT IN  
HAND, VERY AGITATED. HEADS STRAIGHT  
TO ARCADE)

KIDS

Hi Schemer!

SCHEMER

Please, please! I can't  
talk -- it's terrible, a  
disaster --

(HE KNEELS BY JUKEBOX STARTS  
FIDDLELING. KIDS EXCHANGE GLANCES,  
SHRUG, APPROACH)

VICKIE

What's a terrible  
disaster?

SCHEMER

I don't want to panic you  
kids, but someone's been  
stealing nickels from the  
most innocent, trusting,  
honest person  
around---namely me.

(KIDS DON'T REACT, COULDN'T CARE  
LESS)

What do I have to do--  
paint a picture? This  
jukebox that's  
practically playing all  
day and night--- has yet  
to make Schemer a profit.  
Well, it's a disaster, a *catastrophe*  
true *(catacomb!)* *It's a disaster.*



VICKIE

So you think something's  
been happening to the  
nickels?

*advance as English  
points, with the police, back and  
somebody been  
taking the nickel when you're not.*

SCHEMER

I know, I know; it makes  
you want to scream in  
fear. But don't worry.  
I've got a way to solve  
this mystery once and for  
all. Ta DA

(HE REMOVES FROM HIS POCKET A NICKEL WITH A  
STRING ATTACHED. APPROACHES JUKEBOX)

SCENE 6

(INT JUKEBOX)

TITO

Uh, oh. Here he comes!

DIDI

If he pushes "Pop goes  
the weasel" one more  
time, That's it. I quit.

(NICKEL COMES DOWN AND TITO GRABS IT)

REX

What's the song Tex?

TEX

I don't know. He hasn't  
chosen one Rex.

DIDI

TITO!!

(THEY ALL REACT AS THEY REALIZE THAT TITO,  
HOLDING ONTO THE STRUNG NICKEL, IS BEING  
PULLED UP THE COIN SLOT.)

TITO

Man! This is what I call  
hard currency!

*— hard to hold on to*

SCENE 7  
(INT. ARCADE)

(SCHEMER IS STRUGGLING TO PULL THE NICKEL  
BACK)

KARA

What's the matter  
Schemer?

SCHEMER

I don't know... something  
is holding my... nickel..

SCENE 8  
(INT JUKEBOX)

(EVERYONE IS HOLDING ONTO TITO, WHO WON'T LET  
GO OF THE NICKEL)

TEX

I think we're being ~~hog~~ *loaded*  
tied here!

DIDI

Give it up Tito! You'll  
get ~~squeezed~~ *pulled* into the  
coin slot.

TITO

No way! I'm a  
professional musician and  
that means I get paid!

(THEY ARE ALL BEING LIFTED OFF THE GROUND)

TEX

Well, If you ask me, this  
is one gig we'd better  
let go! .

(AND THEY DO)

SCENE 9  
(INT ARCADE)

(SCHEMER GOES FLYING, LANDS ON HIS REAR.  
SHOCKED. KIDS RUSH TO HELP HIM UP BUT HE  
QUICKLY GETS UP AND DUSTS HIMSELF OFF)

SCHEMER

I'm all right. All Right.  
But that's it! Someone's  
been fiddling with my  
machines and that means  
Plan B!

FLIP TO:

SCENE 10

(INT MAINSET NEAR ARCADE)

(CLOSE ON BIG, FIERCE-LOOKING DOG)

STACY (O.S)

Schemer, what in the  
world--?

(ANOTHER ANGLE REVEALS STACY CONSIDERING DOG  
SITTING NEAR ARCADE. SCHEMER IS BUSY ON AND  
OFF LADDERS, STEP STOOLS, ETC. SETTING UP  
WHAT APPEARS TO BE AMAZINGLY ELABORATE  
SECURITY SYSTEM)

SCHEMER

A guard Dog Miss Jones, a  
guard dog. I have to make  
this station safe for my  
arcade and this is the  
way-er-ooni! One big mean  
ferocious person-hating  
dog!

(DOG WAGS IT'S TAIL, RUSHES TO STACY, LICKS  
HER HAND. CIRCLES AROUND HER IN DELIGHT)

STACY

You know Schemer,  
something tells me you  
*didn't* (isn't) get the right kind  
of dog.

SCHEMER

What?

(SEES DOG AND STACY)

Well, uh, that's because  
I--uh--trained him to uh,  
like certain people, like  
the manager. Anyway!  
That's not the only  
precaution I'm taking.

(STEPS OFF LADDER, STEPS BACK, A SWEEPING  
GESTURE)

Viola! The Super Schemer  
Safety Security System!

STACY

The what?

SCHEMER

Precise-er-ooni! It looks  
innocent enough but the  
minute someone tries to  
tamper with the  
machines---

(SCHEMER SETS OFF TRIP WIRE AND SUDDENLY  
BEEPING BUZZERS, WHISTLES AND BELLS SOUND ---  
A REAL RACKET. ACCOMPANIED BY A RECORDING OF  
A PACK OF WILD DOGS. STACY HAS TO SHOUT OVER  
THE NOISE)

-- they're in for quite a  
surprise.

(SHUTS OFF SYSTEM, PRODUCES SIGN)

And this s the icing on  
the candle!

(HE TAPES UP A "BEWARE OF DOG" SIGN)

STACY

Schemer, don't you think  
you're going just a bit  
overboard?



SCHEMER

Miss Jones Miss Jones  
Miss Jones. There's no  
such thing as going  
overboard when there are  
nickels involved.

(PRODUCES ROPE)

Come here dog.

( AS SCHEMER APPROACHES DOG IT  
SNARLS AND GROWLS AND BARKS)

What's the matter with  
him? doesn't he see the  
employment opportunity  
I'm giving him?

STACY

Schemer, we simply can't  
have this at Shining Time  
Station.

SCHEMER

It's my arcade and it's  
my right to protect it.  
At least we'll find out  
whose been stealing my  
nickels. And with my  
trusty pooch---

(HE TIES DOG TO POST/ DOG SNARLS AND  
GROWLS)

My good pal--my---

(HE FINISHES TYING DOG , JUMPS  
BACK)

What'd I tell you? He  
loves me!

(DOG BARKS AT HIM, SCHEMER JUMPS  
BACK)

Okay okay, Mmph! Man's  
best friend!

(WITH THAT HE'S GONE, STACY LOOKING  
AFTER HIM)

DISSOLVE TO:

SCENE 11

(BILLY HUNKERED DOWN, IS FEEDING DOG  
BISCUITS. SCRATCHING HIM AFFECTIONATELY  
BEHIND EARS)

BILLY

That's a good boy. Good  
Boy...

(DAN KARA AND VICKIE BOUNCE IN)

DAN

Hey Stacy wasn't fooling!  
Schemer did get a dog!

KARA

Yeah and isn't he---

BILLY

(AS THEY ARE ABOUT TO CHARGE THE DOG FOR  
PETTING PURPOSES)

Hold it there.

(THEY STOP)

I thought there was a  
sign around here. I  
wonder what it says ...

KARA

It's right there Billy.  
It says "beware of dog".

BILLY

Well, don't you think you  
should check with an  
adult before you go  
charging over to a  
strange dog?

DAN

Can we pet him Billy?

BILLY

Well, he's pretty  
ferocious. He  
might--might--mind  
you--well--lick your  
hand!

(GRINS)

Go ahead.

(KIDS CONVERGE ON DOG)

VICKIE

He's a nice one. It  
doesn't seem fair that  
Schemer should own such a  
nice dog.

BILLY

Schemer doesn't really  
own this dog. I don't  
think anybody can really  
own an animal. Not a dog  
or a cat, or a giraffe or  
a lion or an elephant.  
Ever try to catch a  
squirrel? Or a bird? They  
own themselves. The only  
thing we can do is  
understand that and do  
what we can for them. But  
an animal is not a toy;  
it's a living thing. It  
thinks.

DAN

You mean this dog thinks?

BILLY

In it's own way.

VICKIE

Yeah, I wonder what it  
thinks of Schemer.

(SCHEMER ENTERS AND DOG GROWLS AND SNARLS.  
SCHEMER REACT)

SCHEMER

Whoa, what kind of  
respect is that to show  
your master?

BILLY

Schemer, how can this dog  
respect you when you  
don't respect it?

SCHEMER

Respect? It's a dog! It  
can't count money or make  
change or sell shares of  
common stock.

BILLY

Respect for just being.

SCHEMER

Okay okay, You want me to  
show it respect. Here  
Mutt---

(REACHES FOR DOG SNARLS SCHEMER JUMPS  
BACK)

What'd do that for?

BILLY

Oh, I don't know. Maybe  
because you tied him up  
and didn't take him for a  
walk? Didn't feed him or  
clean up after him---

SCHEMER

That is entirely---

(STEPPING BACK, SCHEMER STOPS DEAD, HOLDS  
UNPLEASANT EXPRESSION, CONSIDERS THE SOLE OF  
HIS SHOE)

--disgusting!



BILLY

Like I said "respect!"

SCHEMER

Respect yeah, uh... I  
have a better idea.

(HE UNTIES DOG)

Because of my faith in  
the super Schemer Safety  
Security System I have  
made a major business  
decision! This dog isn't  
really needed  
therefore---

(THRUSTS ROPE AT KIDS)

-- Uh, I give him to you!  
Exactly! And I wash my  
hands of the whole  
matter.

DAN

Better wash your shoes too!

(SCHEMER EXITS, HOPPING OUT, PASSING AN  
ENTERING STACY KIDS WITH DOG BOUND  
TO STACY)

DAN

Look aunt Stacy, Schemer  
gave us his dog!

STACY

Are you kids sure you  
want to take care of this  
dog? You'll have to feed  
him.

KIDS

We'll do that!

STACY

And Walk him?

KIDS

We'll do that too!

STACY

And keep him clean?

KIDS

Absolutely

STACY

And clean up after him?

KIDS

(NOT SO SURE)

Uh, yeah, sure.

STACY

Well, if you really  
promise, then we can keep  
him around.

KIDS

Great! You're the  
greatest etc..

(KIDS TAKE OFF WITH DOG LEAVING STACY TO  
HERSELF)

STACY

Something tells me I just  
got myself a dog.

DISSOLVE TO:

SCENE 12  
(MAINSET)

(MAINSET IS EMPTY, STACY ENTERS, GOES TO CLOSE  
WORKSHOP DOOR, KNOCKS TWICE)

STACY:

Billy?

(SHE STOPS, FOR THE DOOR IS AJAR. SHE POKES  
HER HEAD IN)

SCENE 13

(INT. WORKSHOP)

( THE ROOM IS EMPTY. ALTHOUGH STACY SEES BIG  
NOTE. SHE ENTERS AND READS IT)

STACY

Billy?

(SEEING HE'S NOT THERE, SHE RETURNS  
TO:)

SCENE 14

(MAINSET)

STACY

Now where in the --hello

(THIS LAST IS DELIVERED TO THE DOG WHO IS  
LYING ALONE ON THE FLOOR BEHIND THE TICKET  
BOOTH, LOOKING VERY SAD, STACY KNEEL AND PETS  
THE DOG)

Did they forget all about  
you? I bet they did. You  
must be hungry. Where are  
those dog biscuits? Here  
they are.

(FEEDS HIM DOG BISCUIT)

That's a good boy.

(KIDS ENTER, UNABLE TO SEE THE DOG BEHIND THE  
COUNTER)

KIDS

Stacy, Stacy?

STACY

(FROM BEHIND COUNTER)

Here I am. Hey has anyone  
seen the dog?

KARA AND VICKIE

(WORRIED LOOK OF REALIZATION)

The dog! We forgot all about the  
dog!

STACY

Well, when was the last  
time you feed him?

(KIDS LOOK AT ONE ANOTHER AND SHIFT  
UNCOMFORTABLY)

Took him for a walk?  
Gave him water?

DAN

I guess we sort of  
forgot, Aunt Stacy. We  
don't even know where he  
is.

(DOG BARKS, COMES OUT FROM BEHIND THE  
COUNTER, KIDS REACT)

KIDS

There he is! Hey Boy!

KARA

We're sorry boy, we just  
forgot. But don't you  
worry--we'll feed you  
right after lunch.

VICKIE

Hey Stacy, when is lunch?



STACY

(DOING HER PAPERWORK)

Lunch? Oh, I don't know.  
Maybe we'll have lunch,  
maybe we won't. Maybe in  
an hour, maybe not---

KARA

You mean, we might not  
eat?

DAN

Hey Aunt Stacy, you  
forgot to feed us.

VICKIE

Yeah, like we forgot to  
feed the dog.

(KIDS LOOK AT ONE ANOTHER; GUILT ALL AROUND)

DAN

I'll get his water bowl.

KARA

The dog dish is over here.

VICKIE

I'll get the dog food.

(AND AS THEY SET ABOUT DOING THIS MR C POPS  
IN COVERED WITH MUD. HE'S TRYING TO CLEAN  
HIMSELF WITH A CLOTH)

DAN

(SETTING DOWN THE BOWL)

Hi Mr. Conductor! See  
we've got ourselves a  
dog.

Mr C

You certainly do.

(MR C BARKS, THE DOG BARKS BACK)

And he's a friendly one  
too.

KARA

(SETTING DOWN THE DOG DISH)

You look like you stepped  
in a mud puddle Mr.  
Conductor.

MR.C

That or the mud puddle  
stepped on me.

( DOG LICKS OFF SOME DIRT. MR C DOFFS HIS  
CAP)

Thank you, that's most  
kind. I wish your friend  
was there to help Gordon  
this morning on the  
Island of Sodor.

VICKIE

Why? What's been  
happening?

MR C

Well, instead of getting  
himself near a bucket of  
water, Gordon got himself  
in quite a large bucket of  
trouble. It started  
cleanly enough--- Well  
let me tell you about  
it...

(BLOW WHISTLE)

SCENE 15

(TTE; "THE TROUBLE WITH MUD")

(DISSOLVE TO)

SCENE 16

MR C

Perhaps if Gordon had heard Stacy's rule about a clean station being a happy station, none of it would have happened. You see, the same is true of trains. It really is much easier to get to one's tasks when things are clean and in order. Wouldn't you agree?

(DOG BARKS)

Pardon me?

(DOG BARKS)

Oh no! Well, that is a problem

STACY

(COMING OVER INTRIGUED)

That's amazing Mr Conductor. I didn't know you understood dog.

MR C

Of course. I'm fluent in every language from elephant to parakeet.

(ASIDE)

Although you must be careful of parakeets, as they're apt to bend the truth just to make what they say rhyme.

parakeet  
could be  
with a... rhyming

KARA

What's our dog saying?

MR C  
I'm afraid he's saying  
he's not your dog. He  
comes from Farmers Dell,  
and he's most anxious to  
return.

STACY

You mean that this is the dog that  
Ginny lost this morning? That's  
wonderful! We'll have to call her  
right away

VICKIE

Ginny's Dog?

(KIDS LOOK AT ONE ANOTHER, DISCONSOLATE)

KARA

You mean we have to give  
him back?

DAN

Do we have to?

STACY  
I know how you feel but  
really it's-- Well let me  
explain.

(SHE SITS ON STEPS, KIDS AROUND  
HER)

Sometimes there are  
things so difficult to do  
that you just can't  
imagine how you'll be  
able to do them. Like  
when I was a little girl,  
I found a red wagon out  
on Dumpling Road.  
Imagine! Just what I'd  
always wanted -- a red  
wagon! I loved it so much  
I took it everywhere...  
Until I discovered my  
best friend Penny had  
lost her red wagon--



VICKIE

Was it the same wagon?

STACY

Well, I told Penny it was certainly not the same wagon. But Deep deep deep down even I had to admit it probably was. And ~~that it was~~ having the red wagon that way didn't make it so fun anymore. So, I did the hardest thing I could imagine: I gave it back.

*to, when I knew that it belonged to Penny it wasn't any fun playing with it any more*

KARA

*Played Together & made up knew and with it*

But the dog likes it here at the Station.

STACY

I know he likes it here kids, but the farm is where he belongs.

MR. C

Indeed, Stacy's quite right/That's where he feels his home is/ To play during they day and sleep at night.

(KIDS LOOK AR ONE ANOTHER> FINALLY:)

DAN

You know, I don't think I like this whole responsibility thing.

STACY

(LAUGHS AND TOUSLES HIS HAIR)

It grows on you. I've got  
an idea! Instead of me  
calling Ginny, why don't  
you three? I think that  
would make everyone feel  
better!

*call her*

(KIDS BRIGHTEN A BIT, AND MOVE TO PHONE AS):

SCENE 17

(INT. JUKEBOX)

(DIDI IS LOOKING OUT)

DIDI

That's the saddest thing  
I've ever seen, giving up  
that dog. If we don't  
play something soon I'm  
gonna cry.

TITO;

Man, if someone doesn't  
pay us to play something  
soon I'm gonna cry too.

TEX

Well, I don't see how  
that's gonna happen if  
everyone's afraid to come  
near the machines. And  
that leaves us all alone,  
like a dog--

REX

Or a bone.

TEX

That's good, Rex.

REX

Thank you Tex.

TEX

Maybe gotten' to be time  
to hitch our wagons to  
another train.

DIDI

You mean move out of the  
Jukebox? Where would we  
go?

REX

Well, I suppose we could  
always move into  
someone's glove  
compartment and be a car  
radio.

TITO

I'm too old to be a car  
radio again.

TEX

Or we could be the inside  
of one of those portable  
stereos.

TITO

I need space; I don't  
want to be cramped up  
like that. I'd play for  
free before I move there.

REX

Well in that case, what  
are we waiting for?

TEX

Let's do her Rex.

TITO

And a one, and a two...

(WITH THAT THEY GO INTO "RAILROAD  
CARS ARE COMING")

SCENE 18

(INT. WORKSHOP)

(BILLY IS WORKING ON WARNING LIGHT  
WHEN STACY ENTERS)

STACY

You should have heard  
Ginny when the kids told  
her about the dog. She  
was so excited! She's on  
her way over.

BILLY

That's good. Now he can  
be where he wants to be.

STACY

Speaking of needing  
things, Billy -- the  
freight schedule is---

BILLY

(GESTURES WITH SCREW DRIVER)

Right there.

STACY

You mean it's done?

BILLY

All done. You see, I just  
needed to think about it  
awhile before I put it  
down on paper. And  
then---

*Handwritten notes:*  
[ ]  
see next page

STACY

And then you did it --  
just like that?

BILLY

It wasn't so hard, once  
I'd taken that time.

STACY

Well I guess I should  
apologize for being  
pushy. I just wanted to--

*telling  
you so many times*

(SHE'S INTERRUPTED BY BELLS AND  
WHISTLES AND BUZZERS)

cover my ears...

SCENE 19

(INT. MAINSET)

(SCHEMER'S SECURITY SYSTEM HAS GONE OFF AT  
FULL TILT. A CUSTOMER IS PANICKED, TEARS DOWN  
THE STEPS AWAY FROM THE ARCADE AS BILLY AND  
STACY RUSH IN. FROM THE OTHER SIDE COME KIDS  
AND DOGS. CUSTOMER, TERRIFIED, TURNS BEFORE  
EXITING)

COSTUMER

All I wanted was Cheese  
Giggles!

(HE BOLTS)

BILLY

I think Schemer's  
security system has gone  
far enough.

(BILLY GOES AND SHUTS IT OFF AS SCHEMER  
RUSHES IN WITH HIS LARGE NET)

SCHEMER

Who was it? Who was it?  
I've got them now!

STACY

Schemer, it was a  
costumer.  
Someone wanting to use the  
machines!

SCHEMER

A <sup>u</sup>costumer? Where is he ?

VICKIE

He's probably at CHubby  
Corners by now.

KARA

Yeah, and I thought I was  
a fast runner.

(GINNY ENTERS)

GINNY

Well hey, hey, hey!  
What's the Granger got to  
say?

(THE DOG REACTS AND RUNS TO GINNY, JUMPS ALL  
OVER HER)

GINNY

That's a boy, that's a  
boy. It's just old Ginny,  
that's all. I bet you'll  
be sorry to go home after  
causing these nice folks  
all sorts of trouble.

DAN

He wasn't any trouble at  
all. We're going to miss  
him.



GINNY

Miss him? Well, Hey! Turn the fencepost around and get her out of the sunlight but what's to say you can't come and visit Granger on the farm anytime?

KARA

Can we?

GINNY

Can ya? I think Granger would be upset if you didn't. Isn't that right?

(DOG WAGS IT'S TAIL, KIDS CROWD DOG)

SCHEMER

Wait a minute! This is your dog?

GINNY

My dog who mysteriously disappeared from the farm this morning Schemer.

SCHEMER

The Schemer is absolutely innocent! I found him, that's all, and said to myself, "Schemer you can't deny it: no reason to pay for a dog when you can have this one for free."

GINNY

Okay Schemer. So you didn't steal him.

SCHEMER

Of Course not. I accept your apology.

GINNY

I'm not apologizin'

SCHEMER

Okay okay! So the  
Schemster was a little  
irresponsible. Sort of  
irresponsible? Totally  
irresponsible?

GINNY

In that case I accept  
your apology.

SCHEMER

But I wasn't---

(AT THAT MOMENT A RAILROAD GUY ENTERS WITH  
CLIPBOARD)

RR GUY

Freight just came in!

STACY

That'll be the packages  
you were expecting Ginny!  
Come on, everybody, let's  
all help Ginny load up  
her truck.

(ENTHUSIASTIC RESPONSES AS THEY ALL HEAD OUT)  
(AS SHE TURN TO GO SHE HANDS PAPER TO RR GUY)

Here's next weeks freight  
schedule.

RR GUY

Much obliged, Miss Jones, much  
obliged.

(STACY EXITS. RR GUY GOES OVER SCHEDULE WHILE  
SCHEMER CHECKS THE COIN RETURNS ON HIS  
MACHINES, SINGING TO HIMSELF:)

SCHEMER

Every time it rains, it rains  
pennies from Heaven, don't you  
know each machine contains pennies  
from - - nothing? Nothing?!

RR GUY

Hey, do those old things  
work? It might be nice to  
hear a tune.

SCHEMER

A tune? Of course! Right  
here.

(BUT AS THE RR GUY STEPS UP THE ALARM GOES  
CRAZY AND THE GUY RUSHES OFF, TERRIFIED,  
SCHEMER PANICS)

No, wait! Wait!

(HE RUSHES AFTER RR GUY STOPS,  
CALLS OFF AFTER HIM)

That's all right. I don't  
need you! You know why?  
Because if you don't use  
the machines, I don't  
make any money, and if  
you do use them, I still  
don't make any money. So  
there

REX (O.S)

(VAGUE FROM JUKEBOX)

What do you say we try  
that railroad job again?  
One two three four!

(MUSIC STARTS UP, A REPRISE.  
SCHEMER REACTS)

SCHEMER

Said that? Who started  
the machine? Where are my  
nickel? That settles it!  
This place is definitely  
haunted.

(HE MOVES TO SIT ON STEPS, TOTALLY FORLORN)  
(AND AS HE SITS, HE BECOMES DISCOMFITED  
AGAIN, FINALLY REACTS, LOOKS AT HIS SHOW IN  
DISGUST AS WE;)

(CREDITS)

(END)